

GAME ELEMENTS – 18-06-99

This is all subject to revision!!

1. ROCK RAIDERS

Note: On foot, all Rock Raiders have Speed: • and can only drill Soft Rock (speed: •••) and Medium Rock (speed: •). Apart from Jet, they can jump one block's distance.

Jet

Role: Pilot

Abilities: Increases speed of any flying vehicle she controls, and able to jump two blocks instead of one thanks to a jet-pack.

Axle

Role: Driver

Abilities: Increases speed and shield power of any ground vehicle he controls.

Sparks

Role: Engineer

Abilities: Able to repair any vehicle while controlling it.

Bandit

Role: Pilot

Abilities: Able to swim and increases speed of the Rapid Rider when controlling it.

Docs

Role: Geologist

Abilities: Has a high-powered radar (able to scan further than other characters' radars) and is able to detect collectibles. (Maybe has permanent GeoScanner too?)

2. VEHICLES

Note: All ratings are out of five – just there to give a rough indicator of relative abilities.

Chrome Crusher

Speed: •••

Acceleration: ••

Turning Rate: •••

Shield: •••••
Drill Speed: *With Laser - Soft:* •••••• ; *Medium:* •••••• ; *Hard:* ••••••
 With drill - Soft: •••••• ; *Medium:* •••••• ; *Hard:* ••••
Comments: Need pick-ups to power laser.

Hover Scout

Speed: •••••
Acceleration: •••••
Turning Rate: •••••
Shield: •
Drill Speed:: -
Comments: Fast, highly maneuverable hover vehicle. Cannot travel over water or lava.

Large Mobile Laser Platform (working title)

Speed: ••
Acceleration: ••
Turning Rate: ••
Shield: •••••
Drill Speed: *Soft:* •••••• ; *Medium:* •••••• ; *Hard:* ••••••
Comments: Drilling accomplished using laser. Needs laser pick-ups to power laser. Can drill
 Soft, Medium and Hard Rock.

Loader Dozer

Speed: •••
Acceleration: •••
Turning Rate: •••
Shield: •••
Drill Speed: *Soft:* ••••• ; *Medium:* ••••
Comments: Drilling accomplished using bucket (smashes walls). Can only smash Soft and
 Medium Rock. Can clear away web and block geysers/lava flumes.

Tunnel Transport

Speed: •••
Acceleration: •••
Turning Rate: •••
Shield: •••••

Drill Speed:: -

Comments: Able to fly over any terrain. Can airlift vehicles and pick up Rock Raiders. Can use scoop to pick up water and drop on lava to make bridges. Due to its weight, it can only land on landing pads.

Rapid Rider

Speed: • • •

Acceleration: • • •

Turning Rate: • • • •

Shield: • • •

Drill Speed: -

Comments: The only vehicle able to travel on water.

Small Digger (Working Title)

Speed: • • • •

Acceleration: • • • •

Turning Rate: • • • •

Shield: • •

Drill Speed: Soft; • • • • ; Medium: •

Comments: Can only dig Soft and Medium Rock

Small Mobile Laser Platform (Working Title)

Speed: • • • •

Acceleration: • • • •

Turning Rate: • • •

Shield: • • •

Drill Speed: Soft: • • • • • • ; Medium: • • • • • • ; Hard: • • • • • •

Comments: Drilling accomplished using laser. Needs laser pick-ups to power laser. Can drill Soft, Medium and Hard Rock.

Granite Grinder

Speed: • • •

Acceleration: • • • •

Turning Rate: • • • •

Shield: • • •

Drill Speed: Soft: • • • • • • ; Medium: • • • • ; Hard: •

Comments: Drilling accomplished using laser. Needs laser pick-ups to power laser. Can drill Soft, Medium and Hard Rock.

Small Helicopter (Working Title)

Speed: • • • •

Acceleration: • • • •

Turning Rate: • • • •

Shield: • • •

Drill Speed: -

Comments: Can travel over any landscape.

3. PICK-UPS

Pusher Ray	– Gives tool & 20 shots.
Pusher PowerPak	– 20 shot reload.
Freezer Ray	– Gives tool & 10 shots.
Freezer PowerPak	– 10 shot reload.
Laser Ray	– Gives tool & 5 shots.
Laser PowerPak	– 5 shot reload (used for both handheld and vehicle lasers).
Dynamite	– Gives 1 stick.
Half Shield	– Replaces some of the player's energy.
Full Shield	– Replaces all of the player's energy.
Half Spanner	– Repairs vehicle partially.
Full Spanner	– Repairs vehicle totally.
GeoScanner	– Use GeoScanner 10 times.
Red Radar Boost	– Shows lifeforms on radar.
Green Radar Boost	– Shows collectibles on radar.
Green Crystals	– Main game objective
Blue Crystals	– Bonus game objective
Ore	– Main game objective

4. OBSTACLES

Terrain Slopes

Vehicles go uphill slowly and downhill fast.

Water

Deadly to all things except to Bandit the Sailor and the Rapid Rider.

Lava

Deadly to all things, does twice as much damage as Water.

Web

Vehicles cannot get past (except Loader Dozer). Has to be cleared with the Pusher, Laser or Dynamite.

Geysers

Jets of steam that can even damage vehicles in the air.

Lava Flumes

Like geysers, but do double damage.

5. MONSTERS

Spider

- Spiders live in webbed holes in the ground, like funnel web spiders. As player enters area, spiders poke their heads out to see what's happening.
- Some holes are 'dummies' and don't play home to spiders – i.e. they're there just to put the willies up you.
- Web on the floor slows down player and ground vehicles.
- Spiders come in three 'flavours', each with different look:
 - STANDARD – Sit in their holes, occasionally scuttling on the spot to look around. If they spot the player (comes within range) they will track their progress; every now and again they will charge out, attack player and then scuttle back into hole. If attacked will try to duck back into hole. Would be nice if they 'pulsed' (like heavy breathing) when stationary.
 - SPECIAL – Stays away from player, scuttles around area, stops briefly, then turns to locate player and fires web that slows down player/vehicle for a few seconds.

Revision: Projectiles may not be possible in time available – spiders will instead jump attack.

- QUEEN – Large, vicious looking spider. Sits in hole, tracking player, spitting web and launching hordes of baby spiders (easily zapped with one shot). Can only stop flow of babies by zapping Queen (like the generators in Gauntlet).

Revision: Projectiles may not be possible in time available – may have to drop web firing from Queen.

- When zapped for good, spiders burrow into ground to escape.

Scorpion

- Comes in three 'flavours', each with different look:
 - STANDARD – Just chases after the player and attacks, as currently. Runs off-screen when zapped.
 - LAVA SCORPION – Lives in lava pools, emerges and gives chase when player gets near, occasionally pauses to fire lava 'stingbolt' at player/vehicle. Can attack airborne vehicles with stingbolt. Scurries back into lava when zapped.

Revision: Projectiles may not be possible in time available – may have to drop.

- ICE SCORPION – As standard scorpion, but occasionally pauses to fire ice 'stingbolt' at you. Ice bolt locks you in place for a second or two.

Revision: Projectiles may not be possible in time available – may have to drop.

Slugs

- Slugs can be found in a sleeping state – if you get too close they awake.
- As now, they occasionally charge at the player and knock them around. Charging leaves a sticky trail – if you get caught in it you're slowed down. Trail disappears after a few seconds.

Revision: This will be dropped – more trouble than it's worth.

- Slugs will try to eat crystals if available – as they eat crystals they become more brightly coloured and faster moving.
- When hit, slugs drop one of the crystals they've eaten – you must grab it before a slug eats it again.

Monsters

- All attempt to chase player and club them with their hands.
- Can attack vehicles in the air and send them reeling.
- Come in three 'flavours'...
 - ICE MONSTERS - The weakest of the Rock Raiders monster family. Has two supplementary attacks: Ice Breath – freezes player briefly; Barge – runs and then slides at player (big damage!).

Revision: May drop ice breath.

- ROCK MONSTER – Has two supplementary attacks: Boulder - scoops up and throws rocks at player; Stomp – sends a shockwave out in a large radius, which damages player if they're caught in it (if on foot, can jump to avoid).

Revision: Projectiles may not be possible in time available – may have to drop the Boulder attack.

- LAVA MONSTER – Toughest of the monster family. Has two supplementary attacks: Lava Balls – throws globs of magma at player; Lava Warp – can jump into lava pools and re-emerge from one elsewhere almost immediately.

Revision: Projectiles may not be possible in time available – may have to drop Lava Balls. Lava Warp has been changed – monster will drop into ground square, change it to lava, then re-appear out of a lava pool elsewhere.

Bats

- Fly in swarms. If the player gets too close they screech – this scrambles your radar and reverses your controls until you get out of range. Only attack airborne vehicles.

Revision: Now just fly around and attack flying vehicle if it gets within range.

Rock Whales

- Most are as now – i.e. have to be herded, can be used as bridges over water.
- Others are mobile, and trundle around levels on preset routes. Will do big damage if they collide with player. Need to find rationale for this behaviour (protecting nest?).

Revision: Won't follow a pre-set path – will now turn right if they hit a wall.

6. POTENTIAL MISSION OBJECTIVES

- Collect crystals
- Rescue Rock Raiders
- Reach a specified location
- Take object from one place to another.
- (All above can be done against the clock to add tension.)